

The Expert User Club




137 Stonefall Avenue, HARROGATE HG2 7NS

The expert user club Newsletter



with the whole
EXPERTISE
in the whole



THE EXPERT USER CLUB NEWSLETTER, ISSUE 6/7, MARCH/APRIL 1987.

Hello once again. In this Spring issue you will find sections on:-

- 1) Getting to know how the Expert works - for new members.
- 2) More and more and even more cheats - plus how to enter them.
- 3) Tricky Games.
- 4) Help for members.
- 5) Pen Pals page - NEW regular feature.
- 6) The Special Offer
- 7) Product news.
- 8) Next upgrade details.
- 9) Epilogue.

Plus news and gossip of one sort or another, and how to obtain back issues, and upgrades.

Don't forget, we welcome your comments, queries, cheats and anything suitable for publication - just send them to the address on the front cover. If you can print out whatever you'd like us to include - even if it is only a few cheats, it would be a great help. Ideally, use 75 to 80 characters per line, 6 lines per inch & NLQ mode if your printer can do it - a newish ribbon would be even better - faded ones do not exactly photocopy very well.

Finally, a word about the publication date of EXPERTISE. It has become obvious that we are not going to be able to produce the newsletter on a monthly basis - it will be bimonthly - every two months from now on. The next issue will be sent out in late April/early May I hope, but PLEASE be patient, it is quite a task assembling over 700 newsletters, putting them in envelopes, stamping & addressing them, and all of this is done by Anne, our secretary and Sue our treasurer in their spare time. Please remember that the EUC is NOT run as a business and none of use are full time so delays and errors are almost inevitable although we do try our best.

NEWS

If you have bought NEMESIS from Konami, you'll have seen the acknowledgment printed on the instruction sheet to the effect that the EXPERT was used for Data Compression. At least Trilogic's permission was sought first which is more than can be said for US Gold who casually 'ripped the decompactor off and used it in America's Cup Challenge and then had the cheek to complain to Zapp for publishing cheats involving their games.

NEWS NEWS NEWS

A NEW EXPERT UPGRADE - V2.10 - MORE POWER FOR YOUR EXPERT

A long awaited upgrade/utility disk for the EXPERT is on its way and should be ready by mid-April. It will include a SPRITE EDITOR and HIRES picture dump both of which will be better than the Action Replay efforts. A new operating system may also be included but this and other details have not been finalised at the time of writing.

THE SPRITE EDITOR - provisional details.

This uses a special version of the operating system. When you stop the game you will see some of the sprites used on the screen and will be able to scroll the screen to see others. You can then edit/customise them, save them on disk or restart the game with the new sprites in place.

The HIRES DUMP will make it possible to save a hires screen on disk. You could then for example, use it in your own program.

I am also twisting arms to get a monitor printout facility included - wish me luck.

More details will be included in the next issue.

To obtain any upgrade from TRILOGIC, send £3.50 or return your present disk with £2.00. Do NOT forget to enclose your name and address and current version number.
See SPECIAL OFFER for details of the exclusive EUC upgrade disk.

BACK ISSUES.

Issues 1,2,3 are single issues and cost 65p each including postage.
Issue 4/5 (and subsequent issues) is a double issue and costs £1.30p.

SUBSCRIPTIONS.

The subscription fees are:-
Mainland UK, 12 months £7.50
Overseas, 12 months £11.00. Payment in Sterling only.
Please make cheques and POs payable to the EXPERT USER CLUB.

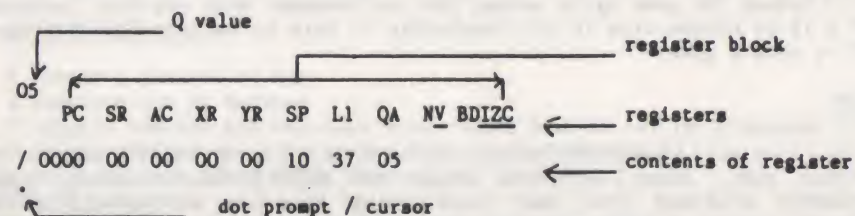
A SECTION FOR NEW MEMBERS

Welcome to the EXPERT USERS CLUB, and thank goodness you've at last got yourself an EXPERT cartridge - a wise move indeed.

By now, no doubt, you will have been using your EXPERT for days, or even weeks (how dare you not join the EUC immediately) and should have realised that it is not only a unique, very sophisticated and powerful device, it is also surprisingly straight forward to use once you get the hang of it. However, for those of you who are lost in a cloud of confusion and total bafflement, I will attempt to explain the principles behind the operation of the cartridge and the V2.9 operating system.

Programming and initialisation

I'll begin by assuming that you understand the programming procedure - so you've 'switched to 'on' and pressed RESET and a help screen has come up. You now press the space bar to get into the monitor proper - the screen changes to show the Q value, registers and their contents and the dot prompt which shows that the EXPERT's monitor is active.



You can ignore all of this lot for the moment - the dot prompt is the important bit - it means that the EXPERT is in control of your machine - not the Basic and Kernal roms.

Loading, and stopping a program

So the next step is to go back to Basic so that you can load the program you want to back-up. To do this the N command is used - typing N (return) instructs the Expert to initialise the memory and then switch itself off and do a soft start - a SYS 64738 (almost). Now you turn the switch to 'off' as a precaution against some programs interfering with the cartridge.

Next, load and run the game; to freeze it you need to activate the EXPERT so turn it on and tap RESTORE. Tapping this key produces an NMI and it is this pulse which flicks in the EXPERT, immediately capturing the all important temporary stores used by the game. It also reads what is in all the readable (some are write only registers) sound, video and CIA chip registers so that they can be put back as accurately as possible when you reload the game. (The values in the write only ones are 'guessed' or calculated)

The next step, now carried out automatically, (has to be done manually with V2.7M and earlier operating systems), is to find about 230 unused bytes of memory which is used to hold the routine which decompresses and restarts your EXPERTed program. (This step could have been avoided by requiring the EXPERT to be connected for loading back.) The Q value refers to the block found for this 230 byte routine - if none is spare, a part of the screen memory is pinched - a minus sign precedes the Q value to show that this has been necessary.

All this (plus a few other things) happens at the instant you tap RESTORE and the appearance of the dot prompt means that the EXPERT is ready to respond to any of the commands listed in the instructions.

Saving a program

To save the program, as you know, the Z command is used. This first of all causes the program to be compacted - compressed to reduce the amount of disk space needed - the border flashes whilst this is going on. (The longer it takes, the more the program is compacted - we have a compactor which takes 7, yes seven hours to compact a program - its pretty damn good too but you might have got bored so Trilogic declined to use it.)

Using the EXPERT just for stopping and saving is a bit of a waste of its abilities and you're missing a golden opportunity for learning a little about machine code. For example, our POKES PAGE shows you how to enter cheats to get extra lives etc, or you could mess about with the D, I, M & R commands to see what happens if you alter the program. Don't worry, you can't damage anything - if the computer hangs up tap RESTORE to get back into the monitor or if you've really screwed it up, press the RESET button. Obviously, you'll have to reload the game again unless you can remember what you did. (pressing RESET will of course wipe it out completely - this is why you DO NOT press RESET to stop a game)

THE ESM

AS I've said, the EXPERT is activated by a pulse on the NMI line to the cartridge port. About 6 months after the EXPERT was launched, games programmers realised that they could inhibit this line so that the RESTORE key didn't produce a pulse. Knowing that this was the only way the EXPERT could be stopped, Trilogic had ready the ESM module. A led monitors the NMI line and glows when it is inhibited - so to stop that particular game, all you do is press the additional ESM button. Games such as WAR, SANXION, DELTA etc use this protection.

Some games actually use NMI pulses legitimately which tends to make the EXPERT jump in unexpectedly. To get around this, simply switch on when you are ready to stop the game - leave switched off the rest of the time.

Finally, some games muck about with the NMI line whilst loading, or produce a rapid series of pulses in an attempt to corrupt the cartridge - again, the ESM and prudent use of the on/off switch overcomes these tricks.

IF THE UNEXPECTED HAPPENS -

We have heard recently that there are quite a few machines with faulty RESTORE keys. Since it is the least used key, it is only when trying to use an EXPERT and nothing happens when RESTORE is tapped that the fault comes to light. Try pressing RUN/STOP & RESTORE from Basic - if nothing happens your RESTORE key is duff.

WOODEN SPOON AWARDS.

I would now like to invite applications for the WOODEN SPOON award for INEXPERTISE - to qualify, you must have pressed the RESET button when trying to stop a game - need I say more. All applicants must have a mental age of no more than three, and the ability to read would be a distinct handicap.....

SPECIAL OFFER TO MEMBERS. - BUY THIS NEW OPERATING SYSTEM FOR ONLY £2.50

Yes, its still available, and worth ever penny of your measly pocket money, or £2.50 whichever is the greater.

Make cheques / POs payable to the Expert User Club at the usual address. Mainland UK, price is £2.50, elsewhere add £1.00 extra postage and PLEASE allow 14 days for delivery.

Sorry, its not available on tape at present - can someone convert it to work on tape please - small payment made upon receipt of working tape version.

Called UC2.9A, it is based on the current V2.9, but has commands more in keeping with normal Commodore monitor syntax. Below, is a list of the commands and their function.

One of the most useful improvements is the change to the I command so that you now get 32 bytes shown per line in screen Ascii - not hex - this is great for finding text in memory.

Monitor Commands

- f converts decimal to hex
- \$ converts hex to decimal
- * toggles ram/rom and now also shows which bank is in. (= X command in V2.9)
- + adds specified value to memory (also called increment)
- subtracts specified value from memory (decrement)
- / sets registers
- @ disk command - now MUST preced most disk commands
- A assemble
- B list Basic
- C compare memory
- D disassemble memory
- E exclusive or memory
- F fill memory
- G go to address (JMP)
- H hunt through memory
- I Interpret memory and display Ascii value. Unprintable ones have \$40 added.
- J jump (JSR)
- K search
- L load from disk (device 8) and display start and end addresses.
- M monitor/modify memory
- N new memory - NB you must type NN (return) as a precaution against accidental newing of memory
- P special new for protected programs - random bytes added.
- Q sets/shows Q value. Q value found automatically on pressing Restore.
- R restart program
- S Save to device 8
- T transfer - will transfer overlapping blocks.
- U sets user screen/border/text colours
- V verify
- X exits to Basic
- Z compact and save
- display register block

The decompactor has also been changed so that the screen is now blanked and the border flashes while decompacting.

WAKE PAGES. Please send your cheats and pokes to Taz, c/o The Expert User Club, 137 Stonefall Avenue, Harrogate, HG2 7NS.

Thanks to all of you who sent in pokes and cheats - keep sending them in - we will publish all we can. Please don't forget to state which operating system you used if sending in a cheat.

ENTERING CHEATS & POKES

1) Stop the game using the RESTORE key or ESM button if necessary.
(Don't forget to program your EXPERT first you dozey ****)

2) When the monitor dot prompt appears you are in command mode and to enter a cheat, you use the M (modify) command. Typing in the address given in the cheat followed by a full stop will list a line of the program - actually it displays the contents (in Hex) of the specified address plus the following 7 addresses - across the screen; (an address = a memory location). Eg M 0400. will list the contents of location 0400 and the following 7. If you omit the . then the listing will continue until you press STOP, or pause it with the space bar.

3) Next you change the contents of the specified location(s) by overtyping with the values shown in the cheat - use the cursor keys to locate the values to be altered and press RETURN. Usually, you will only be changing two or three values - just press Return after you have changed the final one, but be careful not to accidentally alter or delete any of the others on the same line. You can then retype M address. (where address is the 4 digit address given in the cheat) to check that your alterations have been accepted.

4) Now you can save the game in its altered form and in most cases, Restart it first if you wish by typing R (return). The R command won't work with one or two games - the game will start and then jump straight back into the monitor so you'll have to save it first and then switch off the EXPERT whilst reloading.

NB It should not matter which version of the operating system you use - if you don't have the one listed in the cheat just use V2.9 or UC2.9A.

1) KRAKOUT - infinite lives, use v2.9, ESM needed.
Turn off the EXPERT until the ESM light glows, then switch on.
it will jump into the monitor when loaded. Now type:-

D AD64. (ret) and change it to read .. AD64 EA EA EA (ret)

Now save it in the normal way. Keep the Expert Off when reloading.
The Restart function will not work with this game - it keeps jumping back into the monitor.

2) MUTANTS - infinite lives, use v2.9.
Switch on the EXPERT when loaded and tap Restore, then type:-

D 2439. (ret) and change the line to read: .. 2439 EA EA EA (ret)
Alter the restart address to \$1000 (type: /1000 (ret)).
Now save/restart as per usual.

3) SANXION - infinite lives, use v2.9, ESM needed.
Turn on the EXPERT when ESM light glows. When loaded, press ESM button and then type:-

D 373E. (ret) and change the line to read: .. 373E EA EA EA (ret).
Save/restart as per usual.

4) SPIKY HAROLD - sprite collision disabled. Use V2.9
Leave the EXPERT on, it will jump into monitor when loaded. Now type:-
D 950D. and change it to read .. 950D A9 00 EA (return). Now type:-
G FCE2 (return) to reset the computer, switch off the EXPERT and enter
SYS 28672 (return) to restart the game.

Thanks to D Barnsley, Warley, W Midlands for sending in these.

5) This next lot were sent in by the prolific Ben and Luke Dearnley of 3/26 Mount Street, Coogee, N.S.W. AUSTRALIA.

GOLDEN TALISMAN V1.7/2.7

1. Load and run game
2. Hit RESTORE and type M 2118.
3. Line reads ..:2118 AD 1E DO 85 F8 AD 1F DO
4. Change to read ..:2118 A9 00 EA 85 F8 AD 1F DO
5. Press return twice and R to restart, and now the nasties can't hurt you!

IMPOSSIBLE MISSION V1.8/2.8

1. Load and run game (jumps to monitor automatically)
2. Type M 9521.
3. Line reads ..:9521 AD 1E DO A6 47 E0 FF F0
4. Change to read ..:EE46 A9 00 EA A6 47 E0 FF F0
5. Press return twice, but since it jumps to monitor automatically, you can't restart, so save using the Z command, and when you reload, the robots can't kill you (make sure the Expert is turned to "off" when you reload)

SKRAMBLE (Anirog) V1.7/2.7

1. Load and run game
2. Hit RESTORE and type M 0EE0.
3. Line reads ..:0EE0 AD 1F DO 85 24 60 EA EA
4. Change to read ..:0EE0 A9 00 EA 85 24 60 EA EA
5. Press return twice and R to restart, and now you are invincible, BUT DON'T FIRE WHEN YOU ARE ON THE BOTTOM OF THE SCREEN.

REALM OF IMPOSSIBILITY V1.7/2.7

1. Load and run game
2. Hit RESTORE and type M 8BA2.
3. Line reads ..:8BA2 AD 1E DO 8D 78 8B AD E6
4. Change to read ..:8BA2 A9 00 EA 8D 78 8B AD E6
5. Press return twice and R to restart, and now the nasties can't hurt you!

FRANTIC FREDDIE V1.7D/2.7D

1. Load and run game (jumps to monitor automatically)
2. Type M ER46.
3. Line reads ..EE46 AD 1E D0 AA 29 01 D0 02
4. Change to read ..EE46 A9 00 EA AA 29 01 D0 02
5. Press return twice, but since it jumps to monitor automatically, you can't restart, so save using the Z command, and when you reload, you can't be killed (make sure the Expert is turned to "off" when you reload)

NEO CLYPSE V1.7/2.7

1. Load and run game
2. Hit RESTORE and type M 6576.
3. Line reads ..6576 01 8D 33 C0 AD 89 C0 2C
4. Change to read ..6576 00 8D 33 C0 AD 89 C0 2C
5. Type M 623B.
6. Line reads ..623B AD 1F D0 29 01 F0 0F AD
7. Change to read ..623B A9 00 EA 29 01 F0 0F AD
8. Press return twice, R to restart, and now you will never blow up, and you can still shoot the aliens and towers.

DOLPHIN DOS - DON'T BUY ITWHY ? - The PHANTOM IS COMING.....

Last issue, I wrote, "If your thinking of buying Dolphin Dos - don't because Trilogic are about to announce the release of a BETTER, CHEAPER, ALL BRITISH product." Well, I'm pleased to be able to give you more details of this device for your 1541.

It's called the PHANTOM, mainly so that the guys at Trilogic did not have to work too hard at thinking up corny advertising slogans such as - "its totally invisible to the user" or, "our rivals don't stand a ghost of a chance" etc... Oh shut up and get on with it - ed. Alright, keep your hair on - miserable old s**. Sorry, back to the Phantom.

You'll by now have guessed that it is a new parallel conversion for the 1541 drive which speeds up all disk operations by millions of times (well nearly).

Upto at least 40 times faster loading & saving can be expected, and there are new commands like SET DEVICE NUMBER, FILE LOCK & UNLOCK, BUMP HEAD ON/OFF, WRITE PROTECT IGNORE. Plus there is 40 TRACK CAPABILITY.

It uses standard Commodore format, and to ensure full compatibility you can turn it off by typing GO 1541.

There is a powerful drive monitor included, not to mention an amazing copier disk which can back-up 99.9% of all disks.

You can even buy a customised Kernal rom which has your own unique start-up message programmed into it.

The price is likely to be similar to that of Dolphin Dos but the FREE copier disk is worth at least £30.00. It should be available direct from Trilogic by mid May if not sooner.

The PHANTOM actually consists of a printed circuit board which plugs into sockets on the main 1541 pcb. No less than 12 microchips, virtually, a complete redesign of the 1541 read/write circuitry transfers the data in parallel form to the user port of your 64 or 128. A switchable replacement Kernal rom is supplied which looks after the computer 'end' of drive operations. Fitting takes less than 10 minutes, and you can return both computer and drive to original specification at any time by reversing the installation procedure. 64, 128 in 64 mode and 128 in 128 mode. Kernels will be available at no extra cost.

TRICKY GAMES - you need to do a bit of jiggery pokery before you can successfully save the following games.

NOTE. We recommend that you use V2.9 or UC2.9A (see earlier page, this issue under "Special Offer"). 95% of programs can be transferred without any problem using these operating systems. If you are having problems with older games not mentioned here, and are using an earlier version - buy, beg, borrow, steal or copy the current V2.9 - this should solve your problems.

1) **DELTA ESM** needed. We assume you have V2.9 or UC2.9A. When it has loaded, switch on the EXPERT and press the ESM button. On the register display, you will see one called SP above a two digit number. Locate the cursor over this number and type FF (return). Now type: - /1770 to set the restart address to \$1770. You can now save the game in the normal way.

2) **KRAKOUT** Use the ESM to stop the game. Now type: - X (return), then: - F DC75 DC75 19 (return). You can now save the game as usual.

3) **TOMAHAWK** - After stopping the game, type: X (return) and then: / 048A (ret). Now you can save the game.

4) **SCOOBY DO.** Load the game, and then turn on the EXPERT when loaded. It will jump into the monitor. Now type: F 30C0 30C0 EA (return) and then save it.

5) **URIDIUM 2 and PARADROID 2.** Stop the game with RESTORE and then type: - X (return) then: F DC67 DC67 00 (return) and now save it.

6) **YIE AR KUNG FU 2.** Switch on when loaded, type: X (return), F DC04 DC04 E8 then: / CBE4 (ret) and then save. (Q = 44 for earlier operating systems)

7) **BAZOOKA BILL.** Load the game, when loaded press F7 twice to go back to the title screen. Now tap RESTORE, and save it. (Q = 2E for earlier o/systems)

8) **DRAGON'S LAIR.** disk version. To back-up this disk version, switch off the EXPERT and press RESET before loading the game. It will now load and run and can be stopped and saved part by part without any problem.

9) **TERRA CRESTA.** Turn EXPERT off until the light glows. Now switch it on, it will jump into the monitor when loaded. Now type: X (return) and save out.

10) **DRAGON'S LAIR.** It seems that it is necessary to stop the game on the the hi-score table where it says press Fire. You can change the number of lives by altering location 0027. (Use M 0027.) Switch off the Expert after using the R command. Save in several parts as it is a multi-part game.

11) **LEGEND OF KAGE.** Load the game with the EXPERT off. Switch on and tap Restore when loaded and then type: X (return), followed by: - F DC04 DC04 E8 (return) then: / 0900 (return) now save as per usual.

HELP

Please note, we can no longer answer your queries personally - check out this section in future issues if you've not had a reply to your letter.

1) This should help Nick Barfoot of Wimborne...

EXPERT OPERATING SYSTEMS - V1.9 versus V2.9.

The early EXPERT launched about a year ago worked ONLY on the 64 and used V1.x software, currently V1.9.

The later EXPERT works on both 64 and 128 (64 mode) and uses V2.x software; V2.9 is the current one.

The two types are NOT INTERCHANGEABLE - the computer will hang up during programming at the "switch to on and press RESET" stage if you use the wrong type. Please make sure that you state your current version when ordering an upgrade.

NB. The EUC version, UC2.9A is NOT available as UC1.9A so '64 only' EXPERT users will not be able to take advantage of the special offer. Nor, regrettably, is it available on tape - can someone convert it please ?

2) Philip Wheeler of Poole has problems (don't we all - ed) with Tomahawk. Stuart Roberts of Staines needs help with Terra Cresta & Raid 2000. Jonathan Hall of Huntingdon and Mr P B Chorley of Rhyl are both fed up trying Uridium +, as is Mr D Terry of Chelmsford, who is in trouble with his brats, sorry nice charming children, due having bought an EXPERT and been unable to do either U+ or Paradroid 2. Hope you're still on speaking terms Mr T - see below for more on multipart programs. Please, of all of you, refer to the "TRICKY GAMES" section below.

3) Mr M D Sexton, Lancing, Sussex has a problem loading V2.8. Well, if V2.7 loads okay then the EXPERT can't be faulty so it must be that the program has got corrupted on the disk - it does happen. Recommend you send to EUC for UC2.9A. Winter Games, we think, can't be done.

4) To Mr A Cleminson of Scarborough, try UC2.9A - the I command will display the ASCII values of memory contents. (See Special Offer -this issue). Ps Haven't tried the Goonies yet so don't know whether its a problem game.

5) George Wellman of Stranraer has experienced the result of a syntax error i.e. the ? which appears if you make a mistake entering a value or command. In this case, typing in A2558 LDA STA \$ 0478 produced this result:- A2558 LDA STA \$? 0478. It's our fault -the line should have read:- A2558 STA \$0478. Its part of a cheat for FIST 2 from the December issue which was copied wrongly by guess who?

6) David Perry, Carlisle, CA6 7CB asks if anyone has worked out the restart address or SYS value for LOCO. Drop us a line if you have it please.

7) Mr Richard King of St Ives, Huntingdon has a query about Solo Flight - well I don't think it can be done unless someone out there knows better... As for your disk to tape problems, I can't really see what you can be doing wrong - use the lowest baud rate in the "Disk - Tape" program on the EXPERT master disk.

8) MORE ON MULTIPART PROGRAMS to help Jon Hewitt, Hoddeson, Herts, and Ian Nash of Purley, Surrey. Sorry we can't be of much help.....

The multi-part operating system V2.7M can only be used to transfer some multi part games using the Novaload fast tape loader system. This includes programs such as Summer Games, Beach Head 2, Silent Service, Golf & Boulderdash Construction Set.

To transfer these games follow the section in the Expert instructions, but in many cases, you will still have to PRESS PLAY on the datasette when asked to during the game even though the subsequent parts will load from disk.

The remaining small percentage of programs that are multipart can be transferred in stages. It helps to imagine a multipart game as several games linked together - so all you do is play, stop and save each sub-game in turn. This method works fine for Winter Games and World Games - each sport is saved as a separate file - so you can reload and play your favourite one far easier and quicker.

Finally, some multi-part programs cannot realistically be transferred by the EXPERT or any of its rivals for that matter and because these amount to a very small percentage of available programs, it is not viable or feasible for Trilogic to have their programmers spend days finding a way to transfer each difficult multipart loader. If there was a universal way around the problems, then it would be a different story but there isn't - Freeze Frame and Action Replay can really only do those games they actually list on their utility disk plus some that use a few specified turbo load systems.

CAN YOU HELP US HELP YOU ??

We can't hope to test every game or solve problems/crack/convert multipart loaders etc but there must be many of you who have done games we haven't tried/ been able to do/haven't heard of even. If you've done any of the games listed below, please send us the details so that we can pass them on. Multipart games are and will always be a nuisance so any specific details will be a great help. Crystals of Carus - sound corrupted. Flash Gordon, Adrian Mole, The Very Big Cave Adventure, Raging Beast, Ace of Aces, World Games, Gribblys Day Out. Indoor Games, Kennedy Approach.

PEN PALS PAGE

If you would like to contact someone, or have them contact you, please send your NAME, ADDRESS (IN FULL), AGE, and any other details you think are relevant to:- Pen Pals Page, THE EXPERT USER CLUB, at the address on the front cover.

When sending letters/ disks or tapes, please make sure you allow adequate postage and send them well wrapped. Cover disks and tapes in tin foil or use X ray proof packaging when sending them overseas.

PS - don't forget to print clearly - we won't publish details we can't decipher.

Only one so far ..

Nick Barfoot, 21 Park Homes Drive, Colehill, Wimborne, Dorset, BH21 2SR

PRODUCT NEWS

Just a brief mention of two new products from Trilogic. First, the Sound Splitter.

This is a stereo converter for the 64 and 128. just connect it to your computer and plug-in your stereo, hifi or jangleblaster to be amazed at the difference this device makes to the Commodore's already impressive sound capabilities.

It is available in two versions, a cheaper stereo converter and a slightly more expensive model with built-in reverberation which gives an even more realistic quality to the SID chip. I wouldn't have thought it possible for such a cheap device to have such a dramatic effect - the trouble is, listening in mono is just not the same anymore. Price £29.95 & £34.95 inc p&p and Vat.

Next, a more boring item - namely a heavy duty C64 power pack. Trilogic were so fed up with the unreliable Commodore unit that they went to the trouble of having transformers specially wound to their requirements so that they can now offer their own uprated, repairable (just in case) power units.

Two types are available, the TITAN psu 1 at £31.95 which is uprated by 33% on the 5V output & 100% on the 9vac output, and TITAN PSU 2 which is similar but also includes mains noise filtering, transient suppression and over voltage protection and costs £39.95. Both prices includes P&P and Vat.

If you have several peripherals connected, or have experienced unexplained computer malfunctions then your power pack might be about to give up the ghost. Most Commodore owners seem to have had to buy at least one replacement power unit - next time get a TITAN -they should be worth the small extra cost, oh and I almost forgot to mention - they are guaranteed 2 years - Commodore would be bankrupt if they'd guaranteed theirs this long....

EPILOGUE or the things I forgot to mention

Listen, out there among you lot, is there anyone who knows some decent original jokes - you know - amusing, witty, funny stories or something to enliven the newsletter a bit. In fact, can anyone draw a cartoon or sketch, preferably not too rude (same goes for the jokes folks) - if so get scribbling now or ELSE.

Bye for now, Auf wiedersehn pet, toodle pip.

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